

Chapter 4, lesson 57, Roof ornament

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In this lecture we will model the ornament piece that is positioned right below the roof and has a curvy shape to it. Look at the reference image and notice how the shape is divided into two curves. The object is also mirrored on both sides below the higher roof.

The image doesn't show the shape very well. This means that we will have to make some calculated guesses. By now you know that this is not very unusual when the reference we have is less than ideal.

Go to a new layer in your scene and add another cube. Scale the image to roughly fit the background image in edit mode. Also scale the piece in the Y axis so that it resembles roughly a plank's width.



At this point we can add a mirror modifier, then hold "**shift**" and press the first layer where our building resides. Enter edit mode. Move the cube into position just below the high roof on the left side. While this is done in edit mode the origin of the building stays in its place and a mirrored object will be located on the opposite side.

In object mode, make sure that the origin is somewhat centered so that we have a mirror on one side and the original object on one side fitting well with the rest of the building.

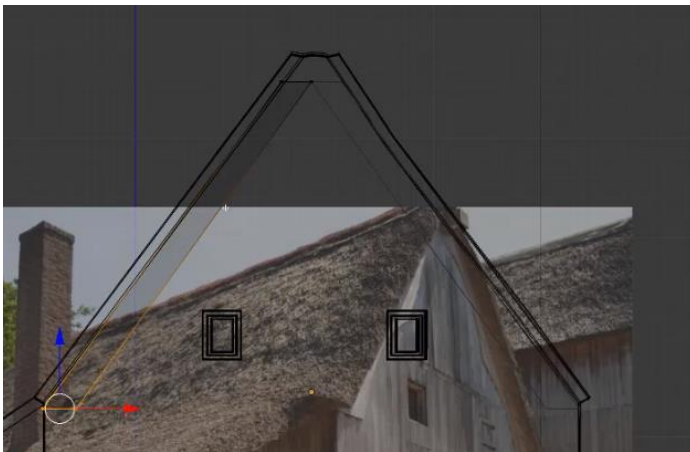


If you feel that the building is distracting while you model this piece keep in mind that you can shift click the first layer to hide or bring that layer back.

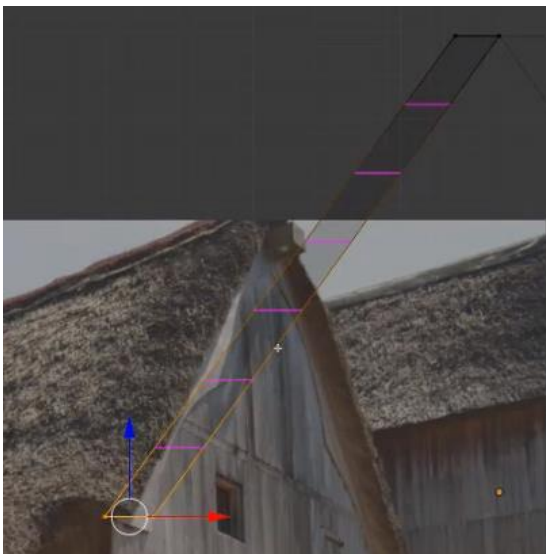
Turn on clipping in the mirror modifier settings. Now extend the cube in edit mode by selecting the top four vertices and moving them upwards and towards the center of the building until the original side and the mirror meet. When they meet the two vertices that are closet to the center should merge and become clipped to the center.



If you hide the first layer bring it back to match the ornament to the base building.



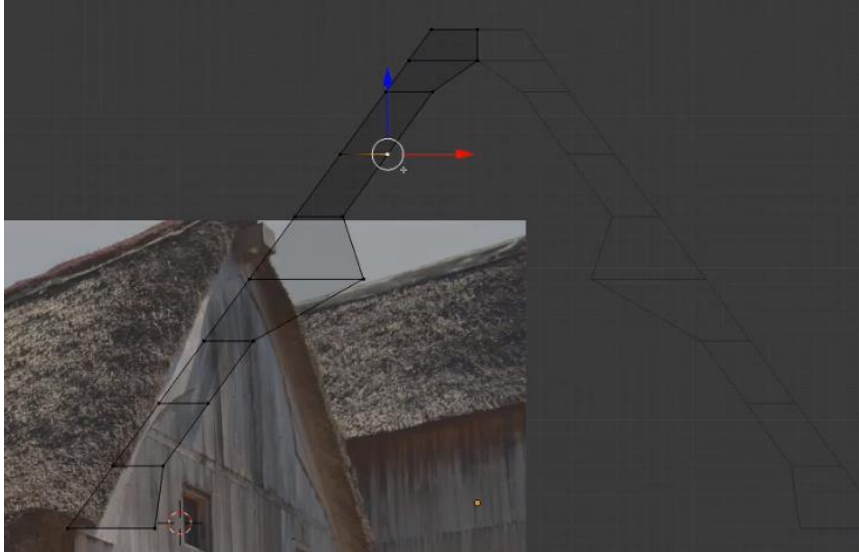
Now when we have the basic object aligned and scaled correctly it is time to start working on it's shape. Add a handful of loop cuts along the plank. In the video we start with 7.



From here we start to adjust the shape to fit the reference image. If you don't want to use wireframe view you can deactivate the "Limit selection to visible" option in the bar below the 3D view. It is located next to the different selection modes in edit mode.



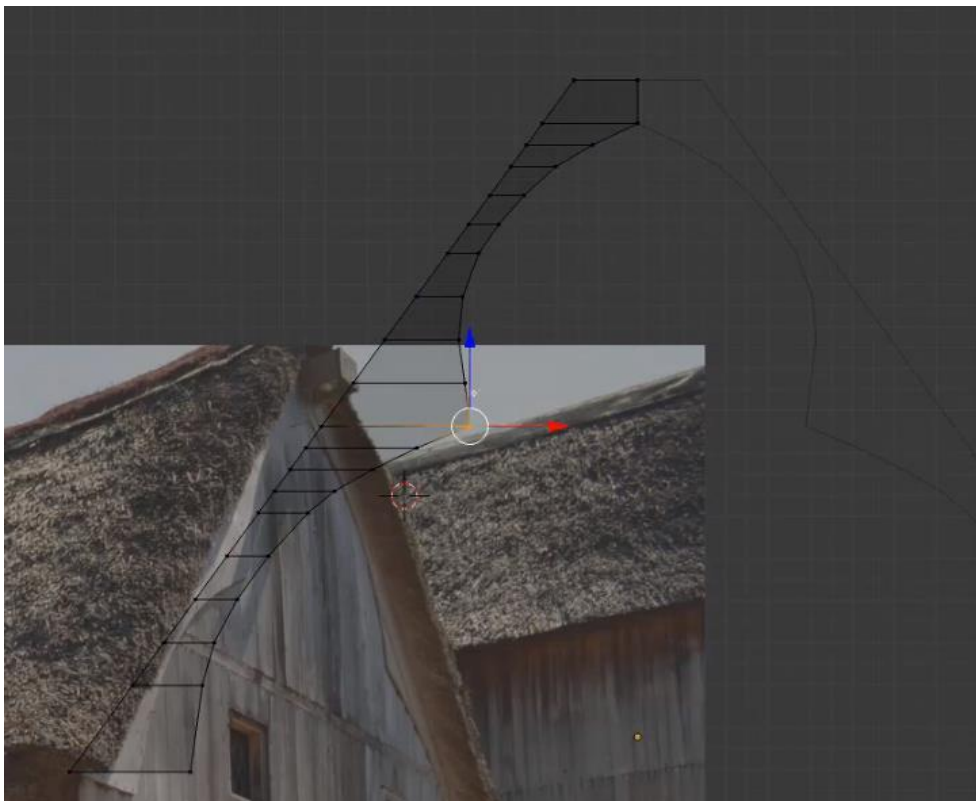
With this deactivated you can select through the mesh in solid view. Make sure that you select both the front and back vertex while transforming the object from front orthographic view. This is easiest with circle or box selection.



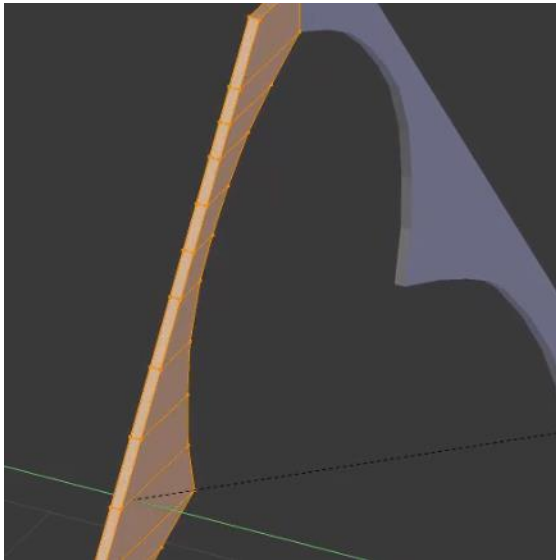
We start by creating the most defining shapes. Bring out the vertices at the top so that we have an edge instead of just vertices connected at the top, also bring out the two pointy areas of the shape.

From here keep adjust the shape so that we round it of and create something that looks like two smooth curves. Keep adding a few extra loop cuts where it is needed.

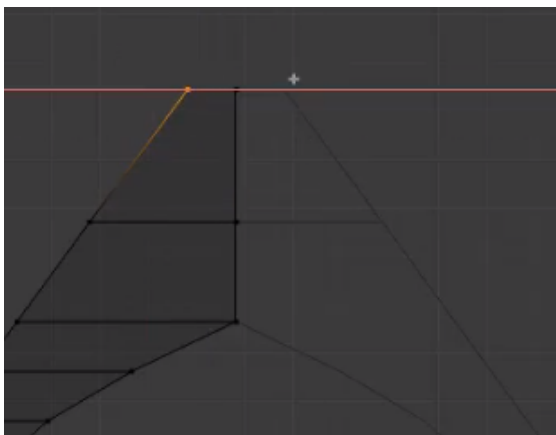
After a while we end up with a shape that should look something like this.



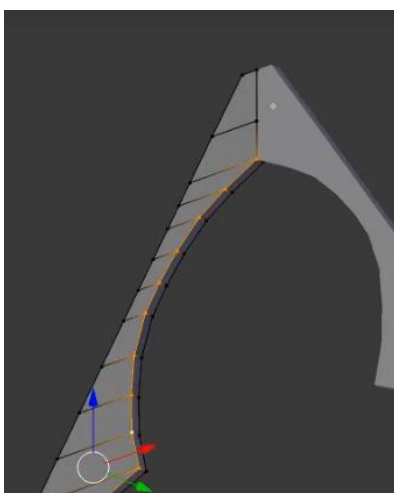
Adjust the width in the Y axis for the object to fit a plank's width a bit better now when we have the mirror all shape finished.



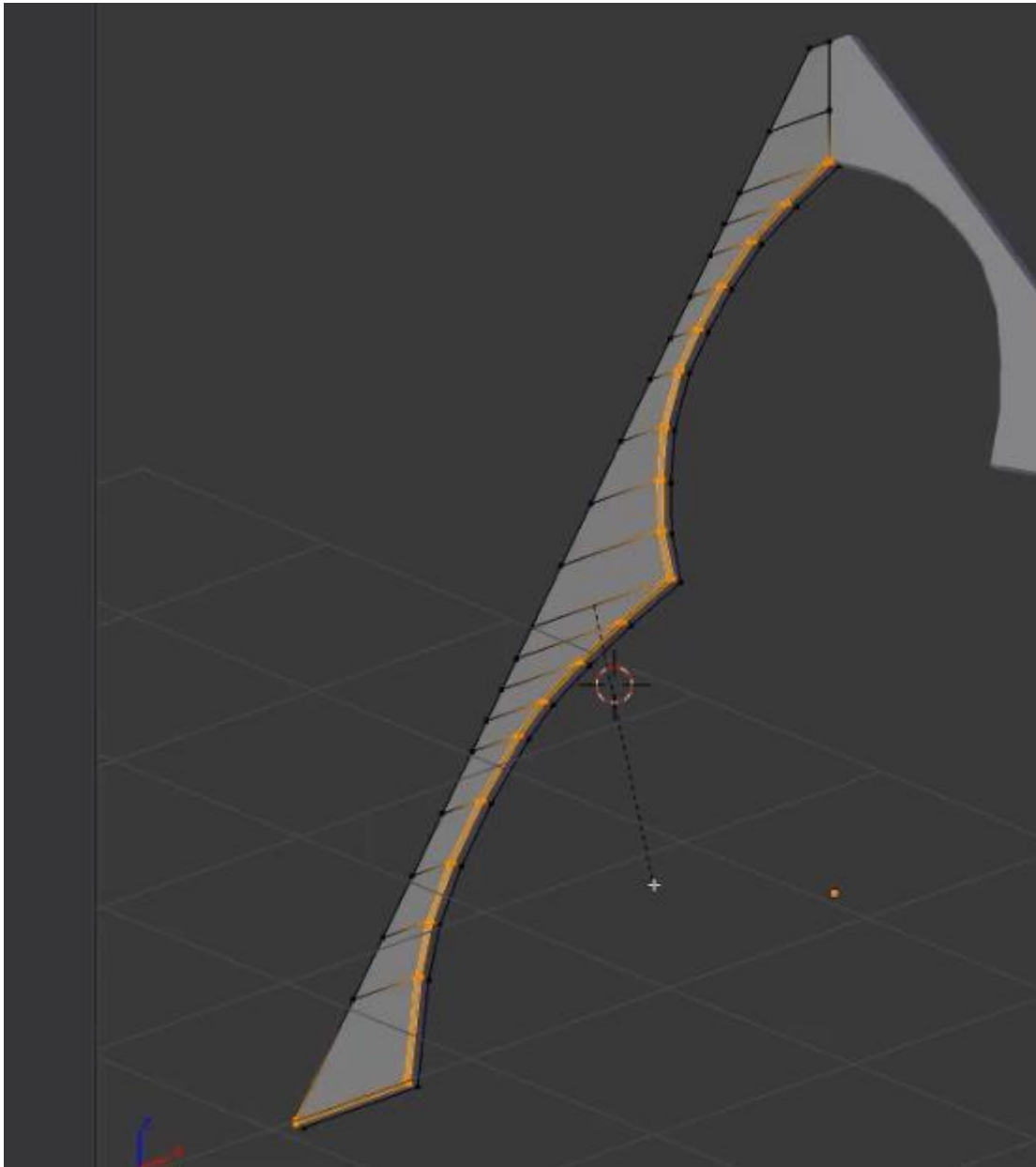
If you haven't done so already, extrude the top part and make it a triangle shape that fits with the roof.



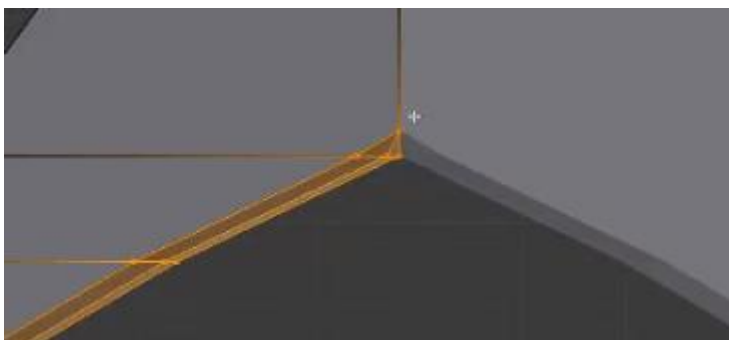
The last modelling step is to add a bevel. Select the edges that run from the bottom to the top on the curved outside. However, make sure to deselect at the top where the mirror meets and just bevel up to the vertex where it connects.



Use “**ctrl+B**” to create the bevel. If The bevel tool doesn’t work as expected, make sure that the scale is set to 1 for all the axis in object mode. If not, use “**ctrl+a**” and select scale to apply the scale.

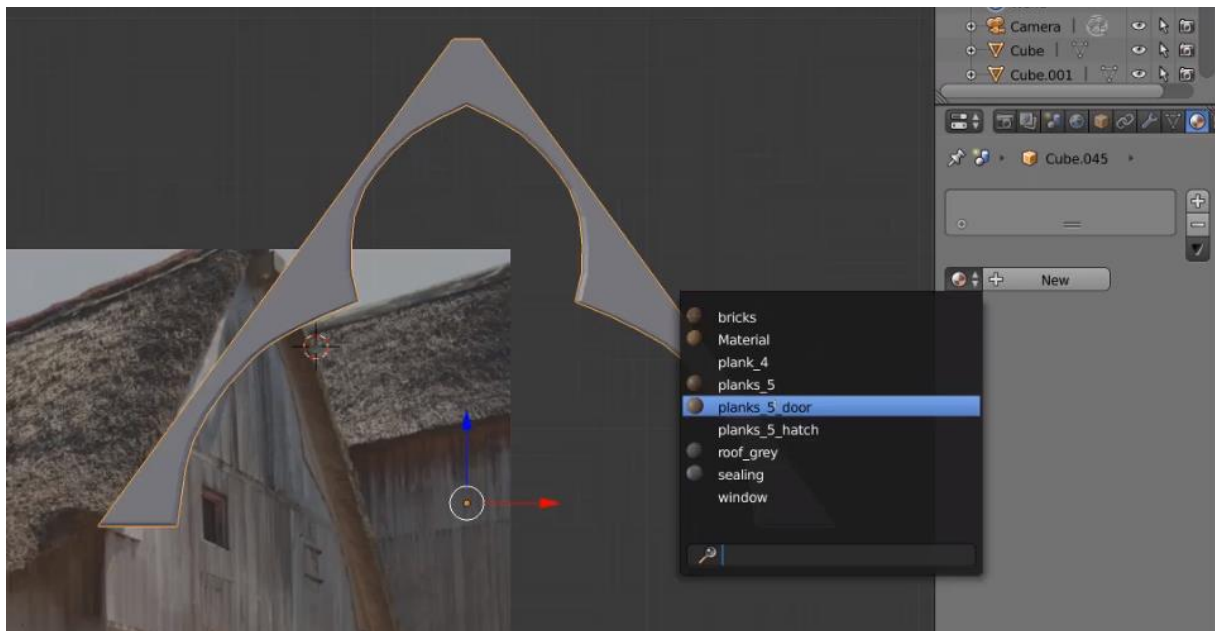


While beveling you can also scroll your mouse wheel once to add an extra segment for some additional detail. When the bevel is created check the intersection at the top so that it looks good and doesn’t have intersecting mesh.

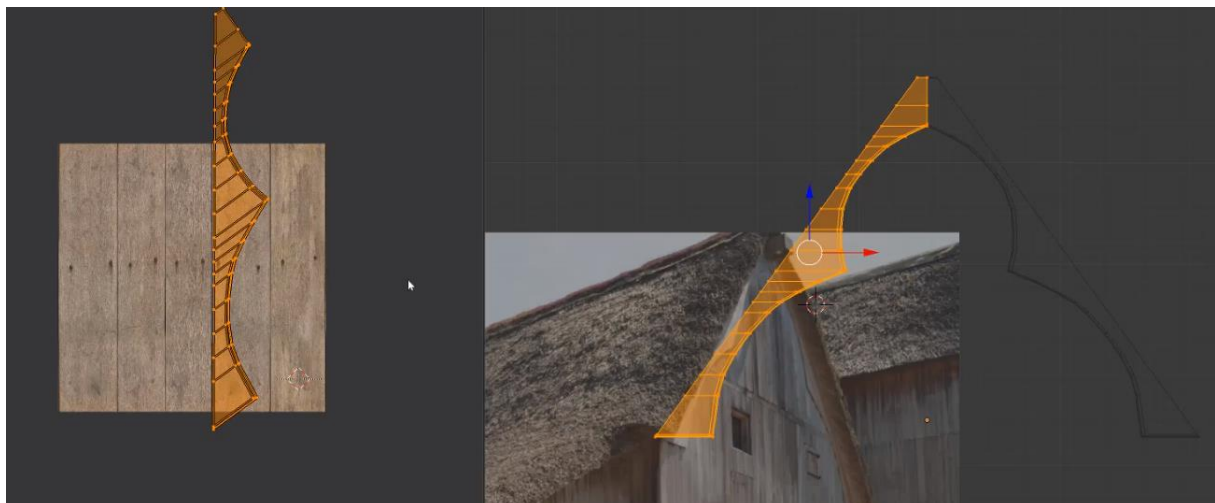


The modelling is now complete. We will continue with the UV-mapping and texturing. Since we have a mirror modifier on the object only the left side needs to be worked on and we will get the right side for free.

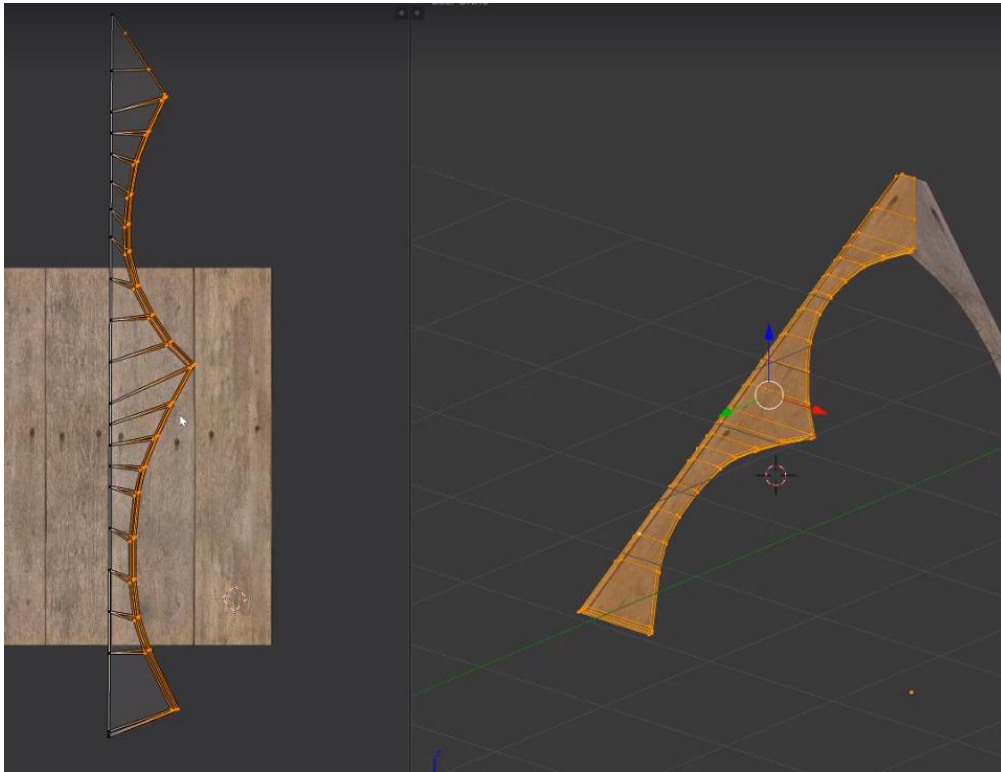
Go to the material tab in the properties panel and select the “planks_5_door” material. Some time we may rename this material, after all the door is just one of very many objects that use it.



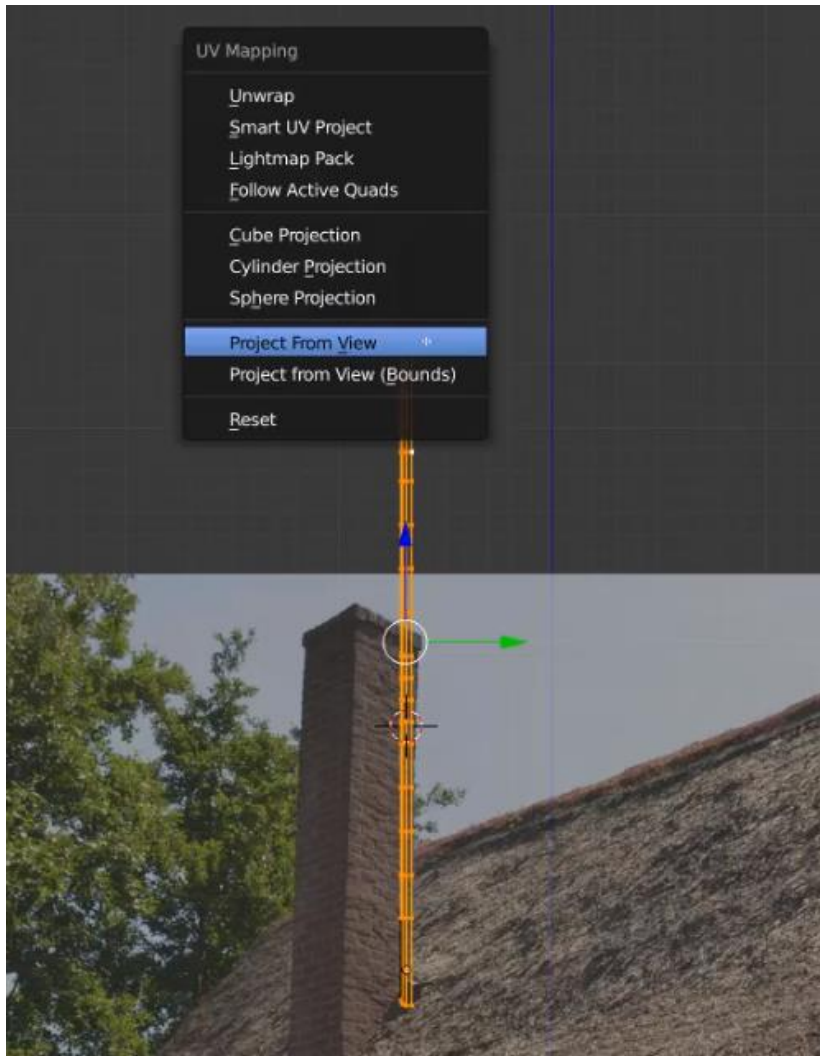
Anyway, let's continue without a rename for now. Start the UV-unwrapping by going to edit mode, select everything and from orthographic front view, use the “project from view” alternative. No surprises here. Switch to the “planks_5.png” texture in the UV-image editor so that we see what we are doing. Rotate and scale the projection so that it fits on one plank.



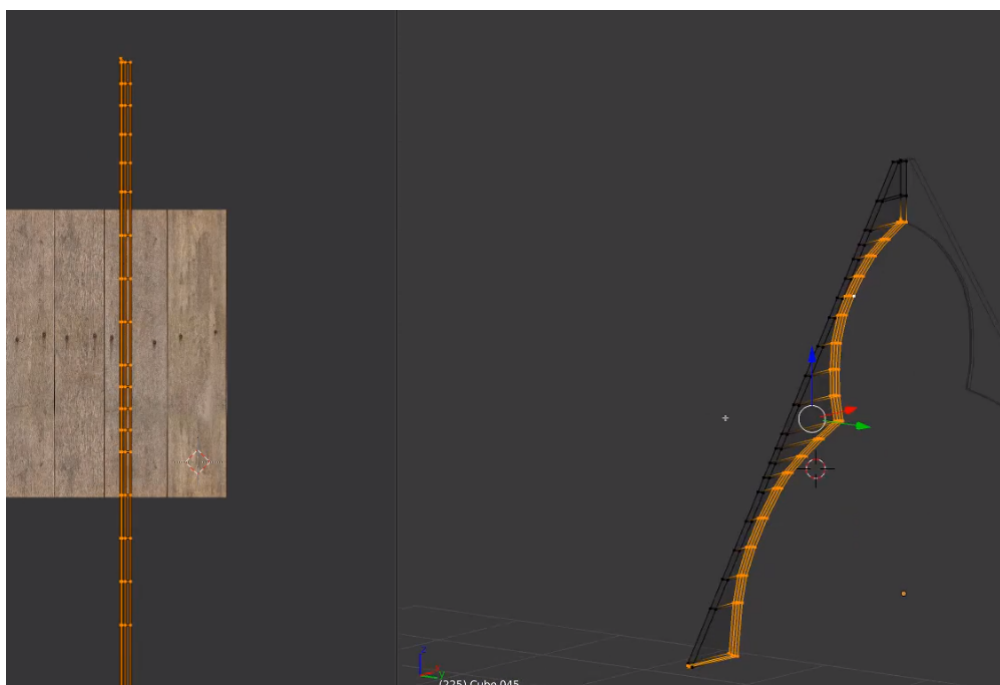
Grab the curved side of the UV-map and pull it down a bit so that we relieve some of the stretching.



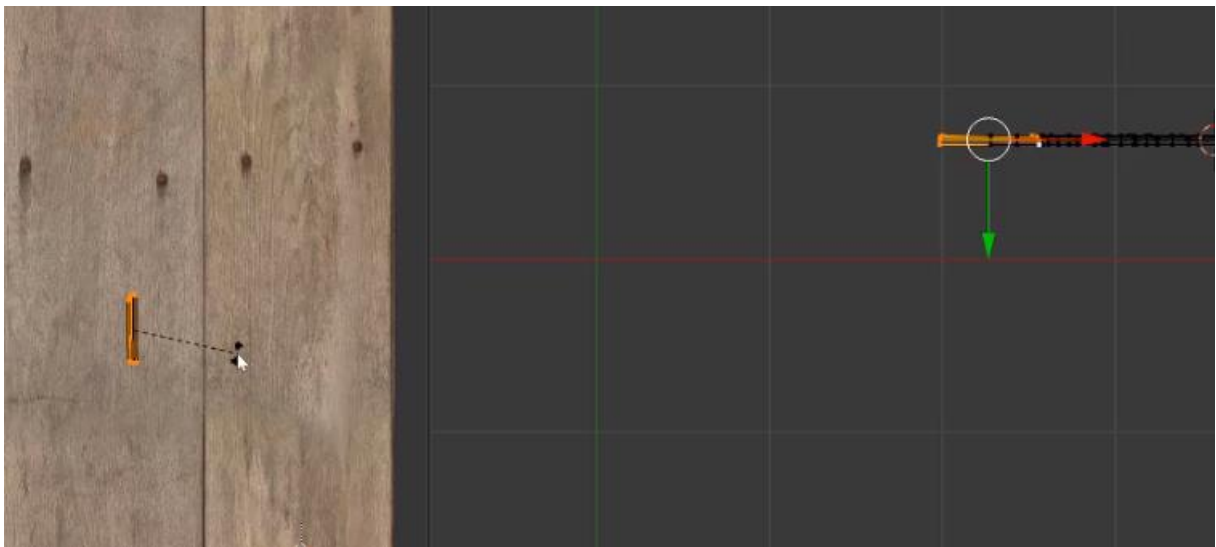
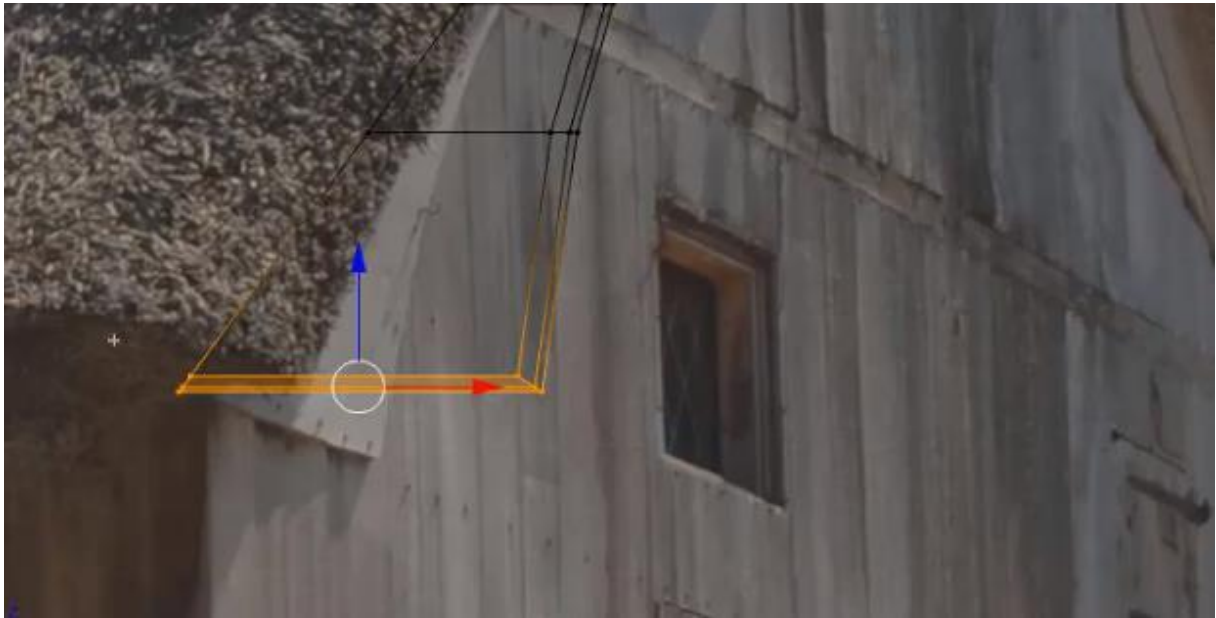
Select the inside part of the object on the curved side including the bevel, then go to right orthographic view and do another “project from view”.



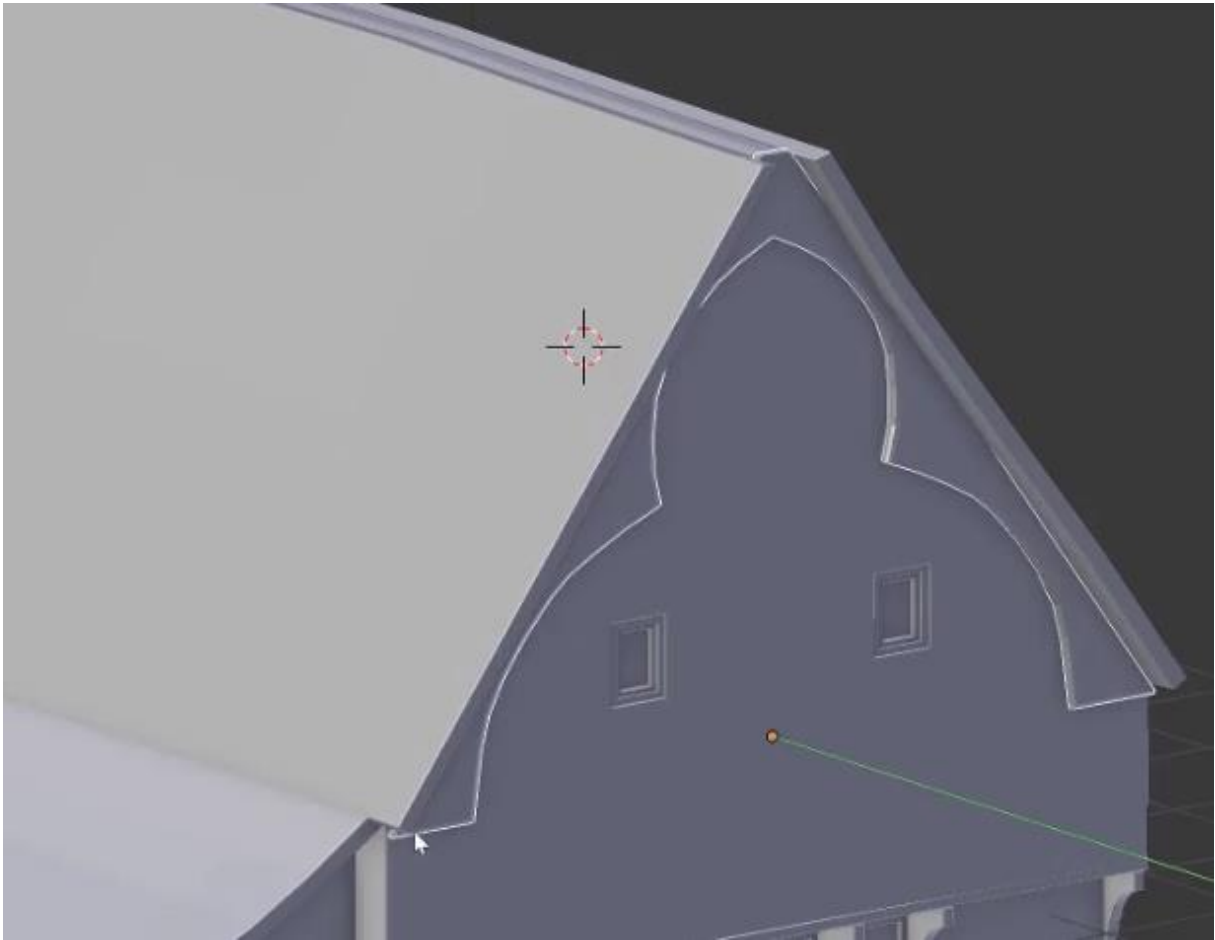
This way we will get the inside as its own UV-island that we can scale and move into a good position on the texture.



Lastly select the bottom and create a UV-map by project from view while viewing from the top.



Put the ornament into position on our base building just slightly away from the wall so that you leave a small gap. This way we will create a nice shadow and some depth.



Tweak the position and make small adjustments until you are happy with the position and shape. When you are done it should look something like this in material view mode.



That is it for this lesson. Next up is the chimney.